

ENTER THE COMIX ZONE!

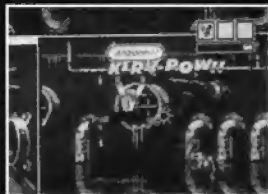
THE FIRST TRULY INTERACTIVE COMIX BOOK!

Play as Sketch Turner, a street-wise comic book artist who gets trapped in the comic book world of his own creation.



WARP INTO THE COMIX ZONE

with all the action and adventure of your favorite comics!



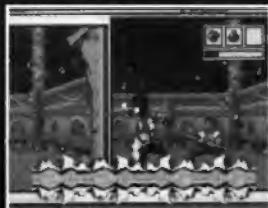
BATTLE PANEL BY PANEL

through full comic book pages drawn by real comic book artists!



SHARPEN YOUR FIGHTING SKILLS

to defeat mutant enemies drawn-in by Mortus, public enemy No. 1.



RIP UP THE PAGE

with superhero power-ups and tons of intense fighting moves.

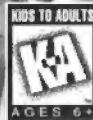
AVAILABLE SUMMER 1995

EmuMovies

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SEGA

TM
GENESIS
INSTRUCTION MANUAL



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

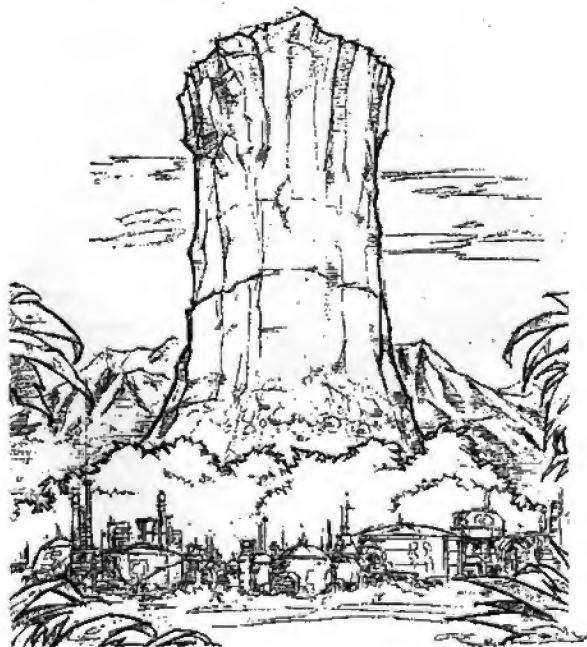
For gameplay help, call 1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

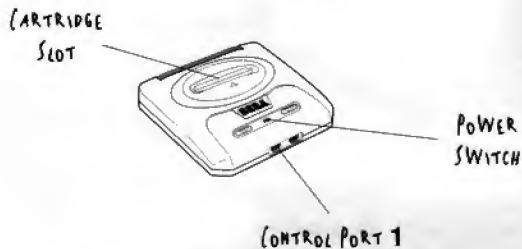
This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

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STARTING UP



1. Set up your Genesis System, following the instructions in the Genesis manual. Plug a control pad into Control Port 1.
2. Make sure the power switch is turned OFF.
3. Fit the game cartridge into the cartridge slot and press it down FIRMLY.
4. Turn the power switch ON.



5. When you see the Title screen, press **Start** on the control pad to begin exacting the revenge of the Ooze!

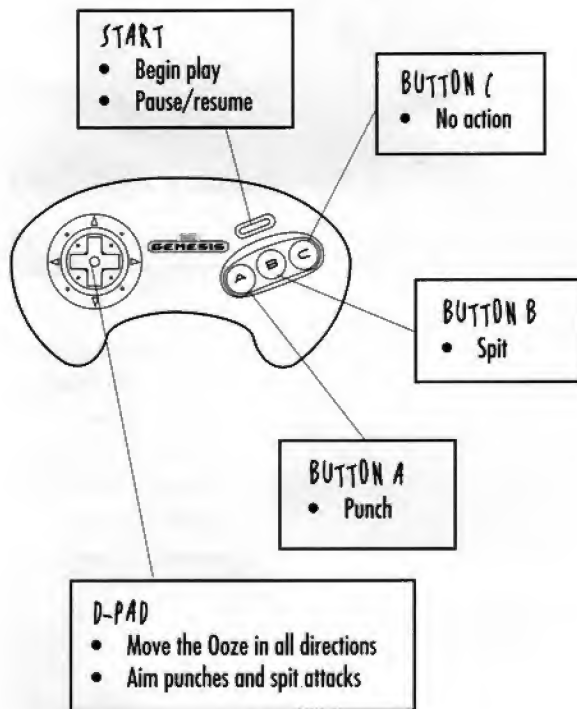
OOZE FLASH —

Always turn the power switch OFF before inserting or removing the game cartridge.



2

PLAY CONTROLS



OOZE FLASH —

You can change the button control settings on the Options screen before the game starts. See page 5.



3

SETTING GAME OPTIONS

1. When you see **START**, press the **D-Pad right** to get **OPTIONS**, and then press the **Start** button.



2. The Options screen appears. Move the Ooze with the **D-Pad**. Wherever his head goes, his gob-like body follows.

3. Move the Ooze to **SOUND SELECT**. **Left** selects the previous sound, **right** selects the next sound, and **up** replays the sound.

REPLAY SOUND

PREVIOUS
SOUND



NEXT
SOUND



4

CONTROL SELECT



A - PUNCH

B - SPIT

C - NO ACTION

4. Move the Ooze to **CONTROL SELECT**. Each time you press the **D-Pad down**, you change the button controls to a different setting. The default controls are shown above.

DOWN THE DRAIN



5. Flush the Ooze down the drain, straight to level 1, the Toxic Dump.

5



THE OOZE IS BORN



Dr. Caine, research scientist, was becoming very suspicious of certain behind-the-scenes research at The Corporation.

After the plant shut down one evening, he decided to surf through The Corporation's databases. By hacking into one after another of the classified documents, he discovered the awful truth . . .

The Corporation had succeeded in developing a hybrid plague, a disease so dangerous and fast-spreading, it could wipe out humanity in just a few days! Only The Corporation held the cure. They planned to unleash this pestilence in water supplies around the globe, infecting the entire planet at a single blow. Then, they would extort billions of dollars from world governments to supply the cure!

Suddenly, the office door burst open. Dr. Caine blanched under the swinelike gaze of the Director, backed by two huge thugs. They knew he knew. In a flash, Caine realized he was a goner!

The Director barked an order and the two legbreakers jumped on Caine, pinning him down. The Director reached into his pocket and pulled out the most enormous syringe Caine had ever seen. Its contents glowed a hideous green . . .



"This won't hurt a bit," hissed the Director as he jammed the needle into the terrified doctor's arm. Caine heard himself screaming as the glowing goo pulsed through his veins . . .

In a nightmare, Caine dreamed he was floating in a hot green sea, made of some kind of thick liquid. When the liquid moved, he moved with it. And when he moved, the liquid followed. It was as if he WAS the liquid. He opened his eyes and stretched up his neck to look around.

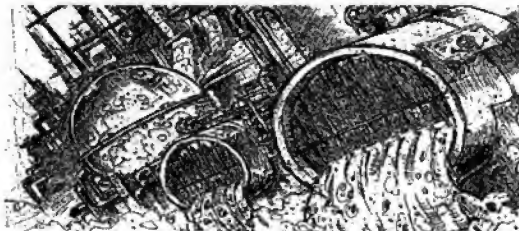
"I'm awake . . . I'm alive . . . what have they done to me? WHAT AM I?"

Caine's body had turned into the toxic green slime that the Director had pumped into his arm. He was positive they had meant to kill him. But something had gone wrong!

Caine had changed into a swirling, oozing monster! As a chilling terror coursed through his gooey being, he also felt a strange power, like the force of a tidal wave.

Caine was enraged! They would pay for this. The Corporation must be destroyed, along with all its goons and mad scientists. The plague must be stopped! And the Director? Caine would save the best for him. When the screaming finally faded away, The Corporation — and the Director — would be nothing but a grease spot. And Caine would gain back his humanity, no matter what the cost!

Just this once, the good guy is a slime!



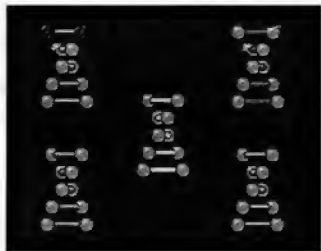
OOZE REVENGE

The last vestiges of Caine's human form are his skull and a fist. The rest of him is green gooey ooze. But even while slushing around looking like a wad of snot, Caine has Revenge with a capital "R" on the brain!

DNA HELIXES

Part of Caine's revenge will be recovering his human form. DNA helixes are scattered around The Corporation sites. These hold Caine's genetic code. You must collect these, while defeating the vile creatures, caustic substances and scathing equipment you run into.

Every round starts with a DNA HELIX MAP, where these items are stored as you collect them. There are 50 DNA helixes in all at The Corporation, 10 in each site.



OOZE FLASH —

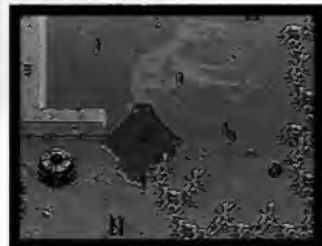
You don't have to collect all the DNA helixes to win the game, but it's more fun if you do.



GAINING & LOSING OOZE

Everything depends on ooze. Caine needs it to stay healthy. The more ooze he has, the better he can fight.

The Corporation is full of tormented mutant creatures who have been twisted and deformed by toxic pollution. Biologic enemies like slugs, rats and disembodied brains give up a blob of ooze when defeated. Always collect these ooze droppings. Each one increases Caine's size. The bigger he is, the more hits he can take without shriveling away.



There's a downside to being big. Caine loses a spot of ooze whenever he takes a hit. He's always a moving target, so the larger he is, the easier he is to hit, and the more apt he is to get ripped in half by tanks, flame vents and other diabolical devices.

When the Ooze takes a shot directly to his head, he loses a life. He can also lose a life if he gets too small; then, he just peters away. He starts with only 3 lives, so losing a life is not good. In addition, you have to start the round over, or at a waypoint if you've passed one (see page 12).

When all the lives are used up, the game ends and The Corporation spreads its evil plague all over the world!

OOZE FLASH —

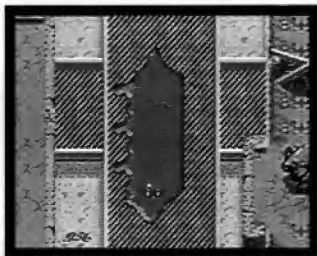
Collect power-ups, including Life caps, that can make your life easier. See page 12 for a list and descriptions.



OOZE MOVES

SPREADING OOZE AROUND

- Move the Ooze by pressing the **D-Pad** in the direction you want to go.
- Ooze's head leads, so if it seems that the Ooze is bumping into something instead of going around it, use the **D-Pad** to turn him, and then continue in the direction.



PUNCHING

- The punch is the Ooze's basic attack. It is an extension of his body. Punches can be short-range or long-range attacks.
- Tap the **Punch** button (default **Button A**) + the **D-Pad** in the direction of a foe for a quick, powerful sock to the enemy's solar plexus.
- You can control a punch to go around corners, protecting Ooze's head from attack. Hold down the **Punch** button while guiding the punch with the **D-Pad**. The longer you hold down the **Punch** button, the longer your reach will be. Also, the more ooze you have, the further you can punch.



SPITTING

- Hitting your target with a long-range spit wad does twice the amount of damage as a punch. Spit a Hocker of Death by aiming with the **D-Pad** and tapping the **Spit** button (default **Button B**).
- The Ooze loses a piece of himself every time he spits. Keep him healthy by picking up ooze wads from defeated enemies.
- If the Ooze is too small, he won't be able to spit.
- The Ooze can't spit while being damaged by enemy attacks.



FLIPPING LEVERS

- Flip levers by punching them or flowing around them.
- Levers open doors and turn off destructive machines.



POWER-UPS



Extra Ooze

Ooze keeps you healthy. The more ooze you have, the further the Ooze can punch.



Speed

Go fast. The Ooze turns yellow while he's speedy, orange when the power is running out, and back to green when it's over.



Industrial Strength Toxin

Defeat organic creatures just by touching them. The Ooze turns red while the power lasts, black when the power is running out, and back to green when it's over.



Extra Life

More chances to win.



DNA Helix

Collect all 50 helixes in The Corporation and Caine will regain his humanity.



Waypoint

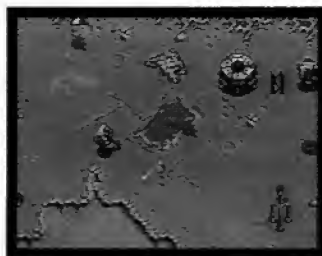
Pass one of these, and you'll restart here after losing a life, instead of at the beginning of the round.



THE CORPORATION

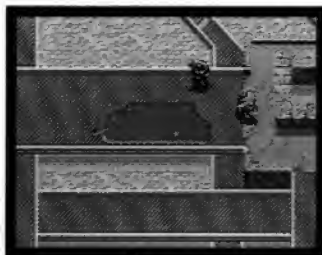
Toxic Dump

Practice your punch on mutant snails while enjoying the screams of pyro-thugs. Remember, the Ooze seeks his own level.



Waste Plant

Toxic gas nozzles can waste you in a second, so protect your head. The Ooze doesn't mix well with radioactive sludge. Play broken pipes to your advantage!



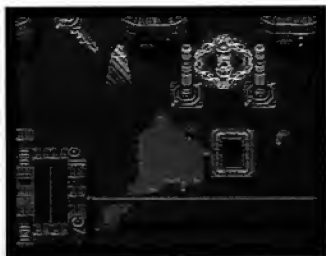
Genetics Lab

Get here by crawling out of a potty. This is where all those bio-freak mutants are made. Time to flush 'em all. Don't snack on the bombs!



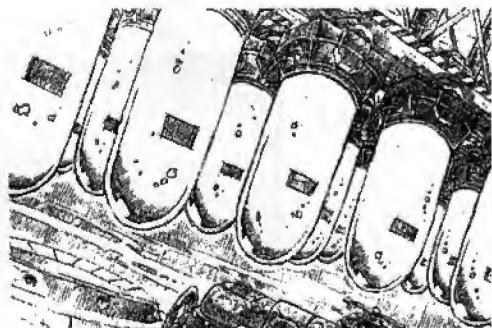
POWER CORE

Run, er . . . ooze, through a gauntlet of sentries and tricky switches to conquer the Director's reactor. Sizzling electro-fields, shockbots and ball lightning make you spitting mad!



PLAGUE FACTORY

This is where it all comes together . . . or falls apart at the seams!



Ooze Survival

- The Ooze seeks his own level. Don't go down the drain by slipping off ramps, or letting the Ooze get sucked down an incline. Especially don't let his head go down the drain or it'll cost you a life.
- Learn to control your punch and guide it around corners. You'll definitely need this skill in the later rounds.
- Protect your head!
- Explore everything. Sometimes a discovery can make life, such as it is, easier.
- Find the bonus rounds, where the Ooze can catch the lab's mutant rabbits to get more ooze.
- Keep your eyes open for road signs signaling extremely dangerous areas, such as pools of poison or laser fields.



OOZE TEAM

CONCEPT & LEAD
PROGRAMMER
Dave Sanner

DESIGN
Jason Kuo
Stieg Hedlund
Dave Sanner

ART DIRECTORS
Bob Steele
John Duggan

ARTISTS
Alan Ackerman
Stieg Hedlund
Dean Ruggles
Joe Stephenson
Craig Stitt
Tom Tobey
Marte Thompson

INTRO & ENDING
ARTWORK
Tony DeZuniga
Tom Tobey

MUSIC &
SOUND EFFECTS
Howard Drossin

BOSS PROGRAMMING
Robert Morgan

PROGRAMMING &
TECHNICAL THANKS
Scott Chandler
Jason Plumb
Mark Cerny



PRODUCER
Mike Wallis

PRODUCT MANAGER
John Garner

MARKETING SPECIALIST
Clint Dyer

LEAD TESTER
Rey Añerez

TESTERS
Tim Spengler
Todd Slepian
Mike Benton
Nelson Chiu
Al Dutton

Steve Fallas
Richie Hideshima
Michael Ironside
Dylan Manger
Dave Paniagua
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Jeff Sanders
Stan Weaver
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MANUAL
Carol Ann & Neil
Hanshaw

SPECIAL THANKS
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Sheri Hockaday
Emi Kawamura
Sue Ortlip
Paul Sears
Dean Lester
Michael Kosaka
Hoyt Ng

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

